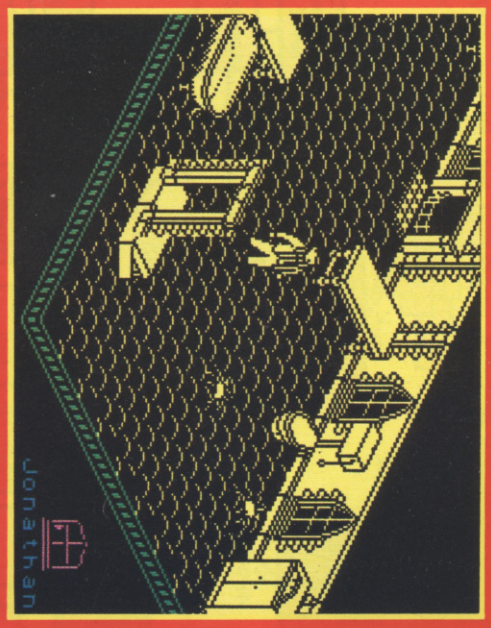


SINCLAIR user

SINCLAIR user

GET LOST!!

OR RATHER DON'T. WITH THE SU GOOD MAP GUIDE YOU CAN FIND THOSE KEYS, ENTER THOSE SECRET PASSAGES AND SNEAK UP ON PERFECT STRANGERS IN:

GAUNTLET FIST II
COBRA FAIRLIGHT II

and more...

THE SU SPECTRUM GAMESPLAYERS

GOOD MAP GUIDE 1987

The Map Chat Booklet

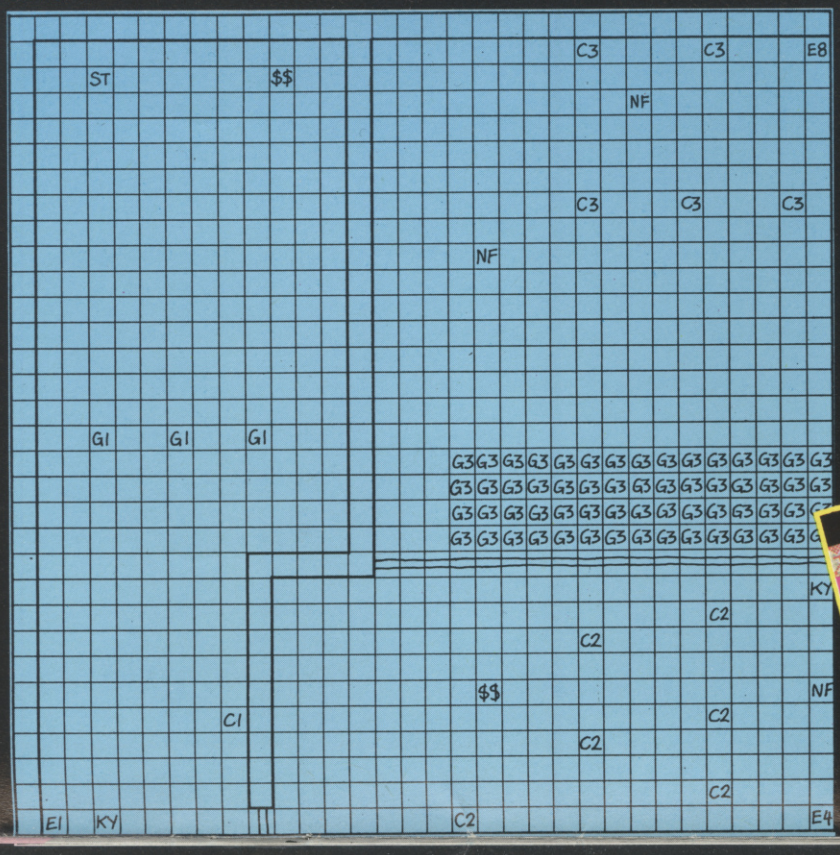
Lost? Confused? Can't find the exits in Gauntlet or still hunting for the door keys in Nosferatu? We have, in glorious technicolour, the answers.

Maps for:

Gauntlet
They Stole a Million
Fist II
Fairlight II
Cobra
Nosferatu
Bombscare
Avenger
Colour of Magic

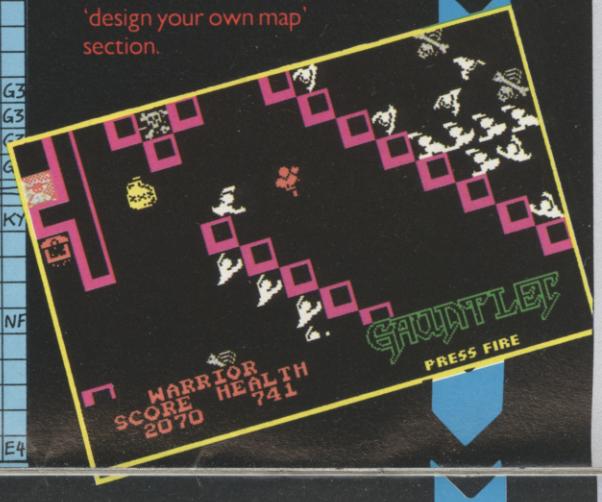
GAUNTLET

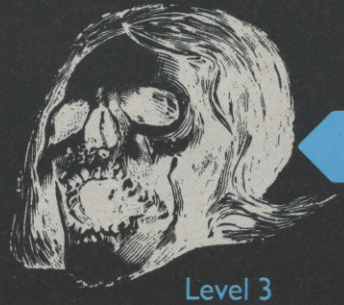
Level 1



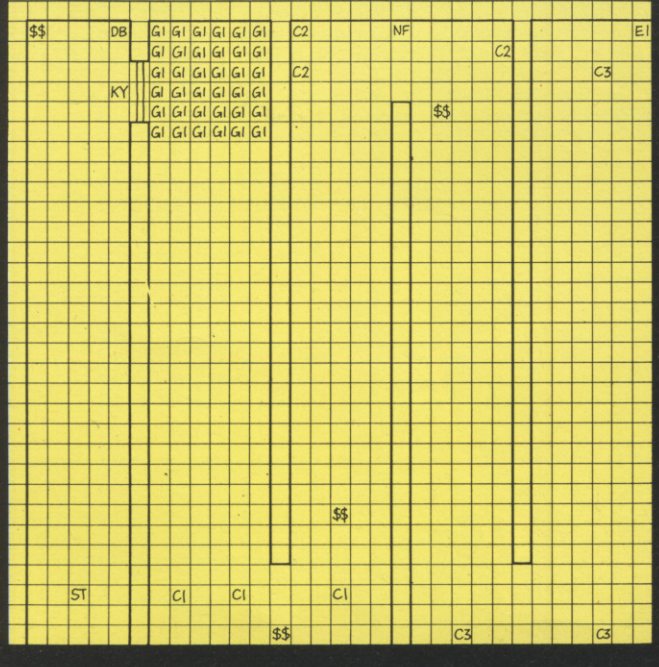
Currently Numero Uno in the charts, this is the game you're all playing. Here are the first seven levels – a guide to everything that's anywhere and a salvation to thousands.

The key to this one is simply to refer to the manual that comes with the game. The codes on this map are the same as those used in the 'design your own map' section.

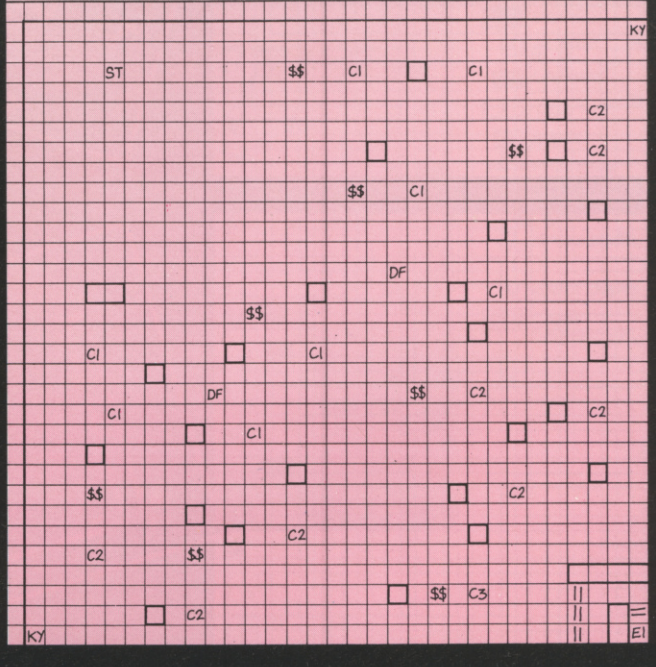




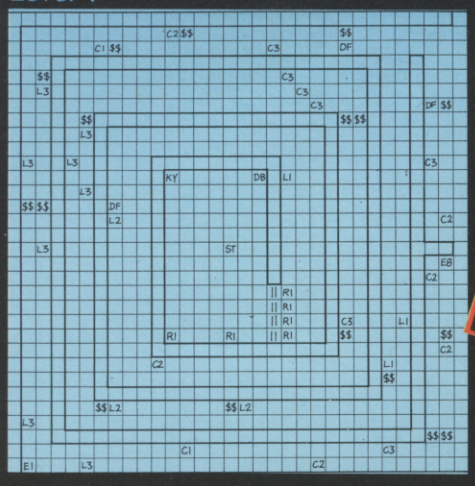
Level 2

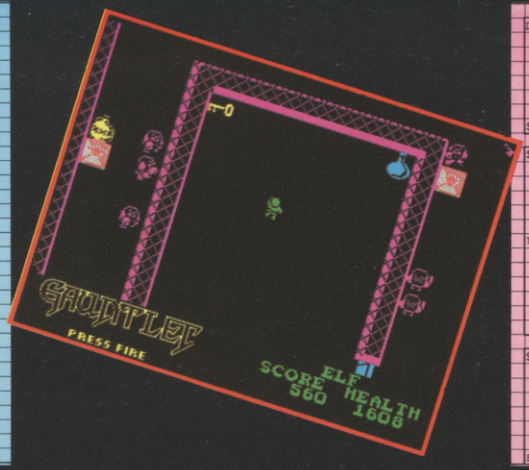


Level 3

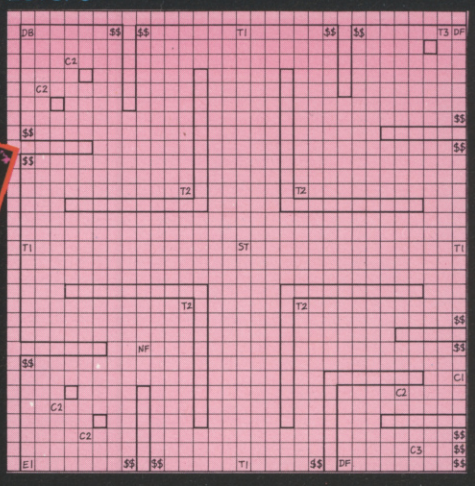


Level 4

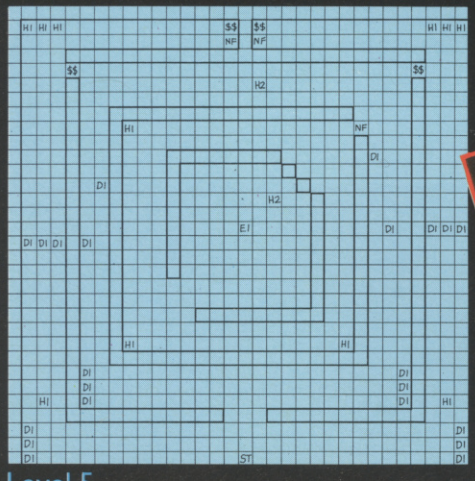


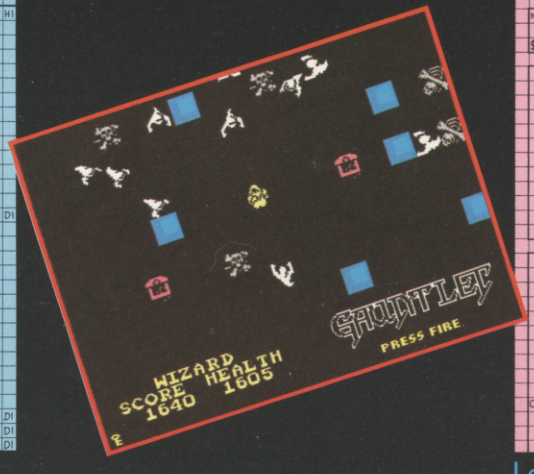


Level 6

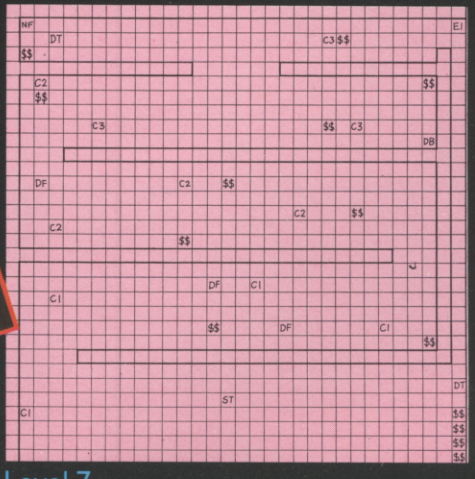


Level 5



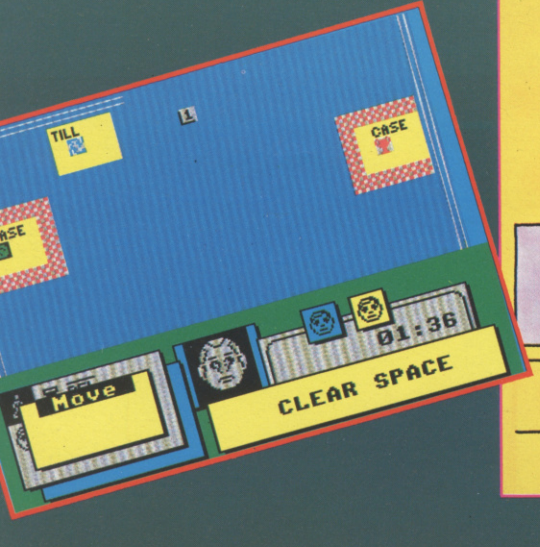


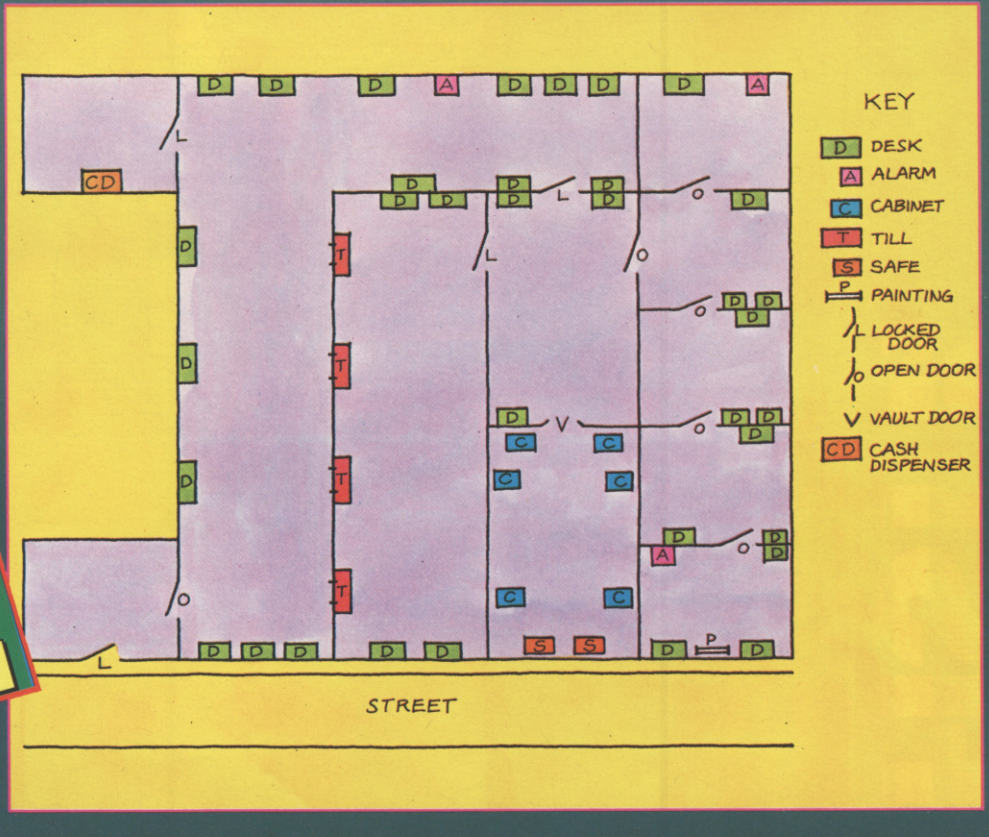
Level 7



THEY STOLE A MILLION

An unusual game that has a lot of people confused. The problem seems to be Level Four. Guess which level we've decided to print for you?

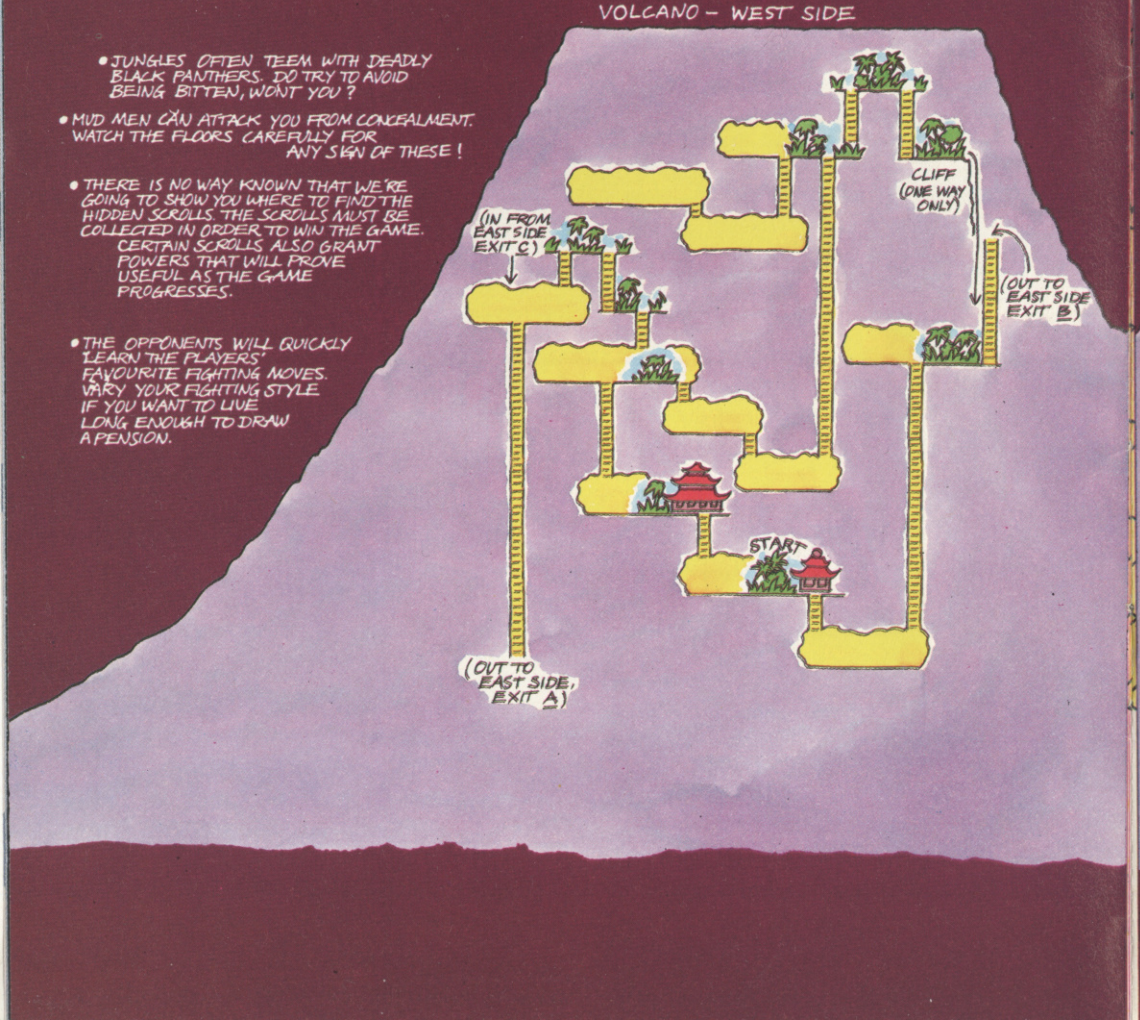


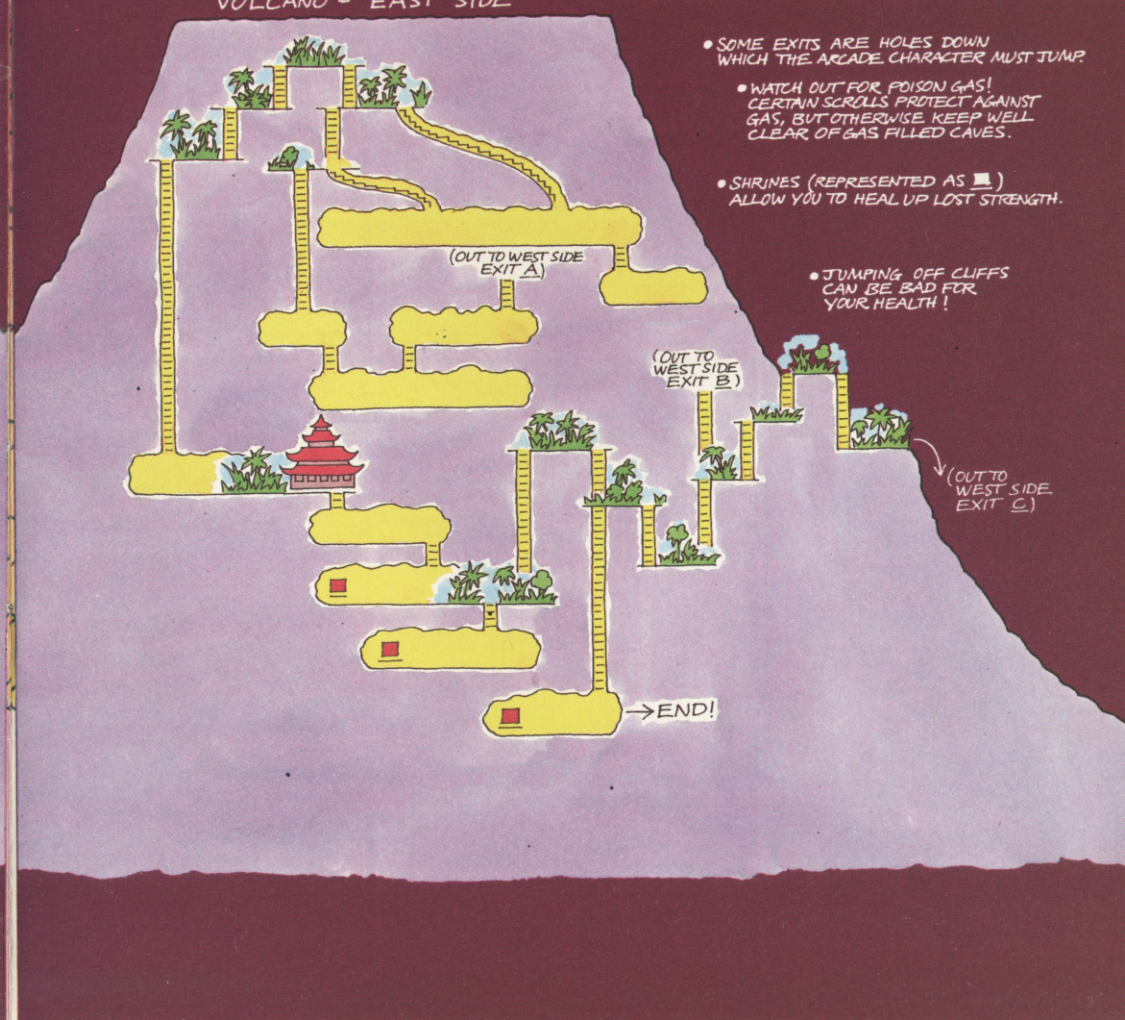


FIST II

A kicky-kicky game with vistas – brutalise your way around the volcano and find out where you can take a rest...

- JUNGLES OFTEN TEEM WITH DEADLY BLACK PANTHERS. DO TRY TO AVOID BEING BITTEN, WON'T YOU ?
- MUD MEN CAN ATTACK YOU FROM CONCEALMENT. WATCH THE FLOORS CAREFULLY FOR ANY SIGN OF THESE !
- THERE IS NO WAY KNOWN THAT WE'RE GOING TO SHOW YOU WHERE TO FIND THE HIDDEN SCROLLS. THE SCROLLS MUST BE COLLECTED IN ORDER TO WIN THE GAME. CERTAIN SCROLLS ALSO GRANT POWERS THAT WILL PROVE USEFUL AS THE GAME PROGRESSES.
- THE OPPONENTS WILL QUICKLY LEARN THE PLAYERS' FAVOURITE FIGHTING MOVES. VARY YOUR FIGHTING STYLE IF YOU WANT TO LIVE LONG ENOUGH TO DRAW A PENSION.

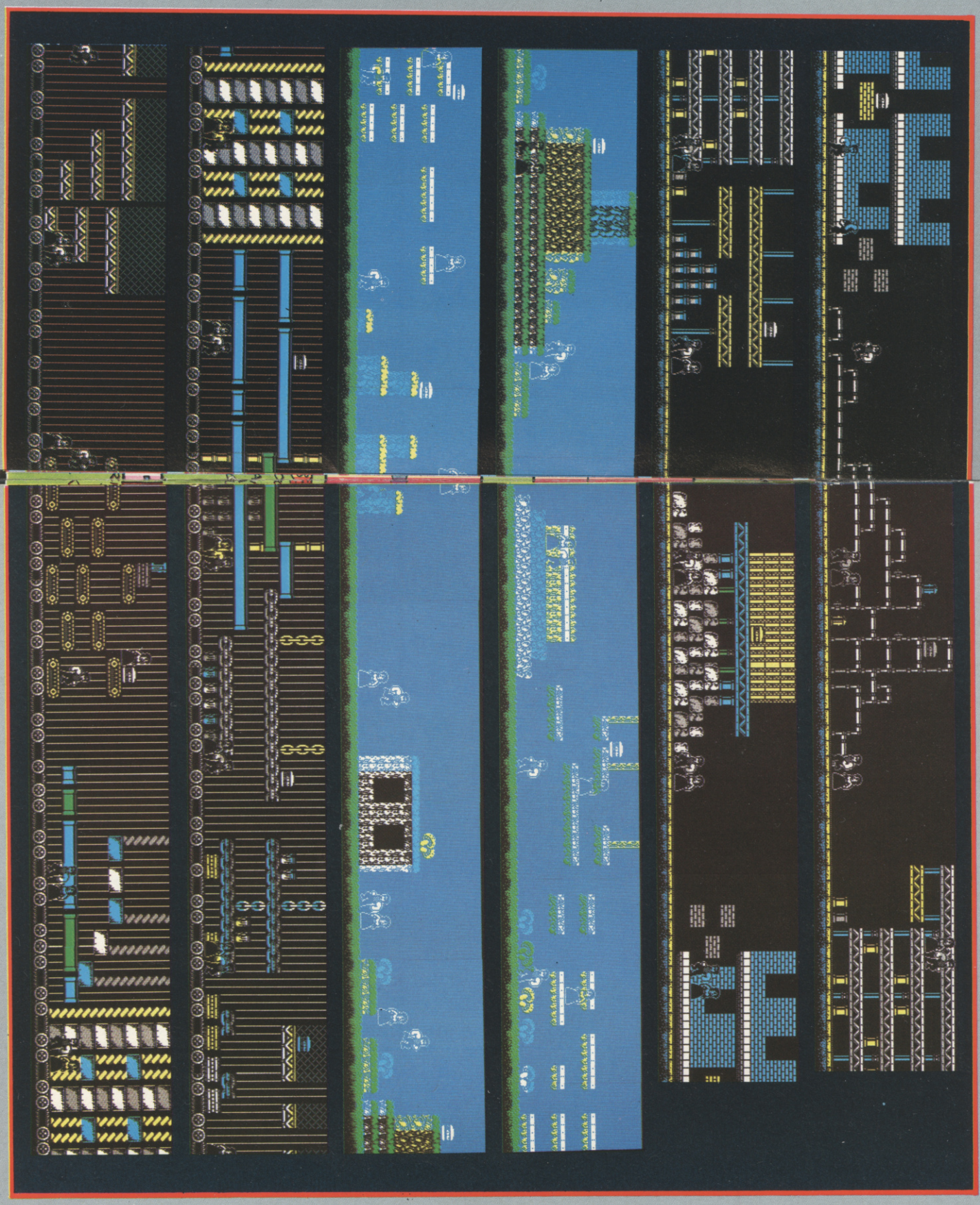




- SOME EXITS ARE HOLES DOWN WHICH THE ARCADE CHARACTER MUST JUMP.
- WATCH OUT FOR POISON GAS! CERTAIN SCROLLS PROTECT AGAINST GAS, BUT OTHERWISE KEEP WELL CLEAR OF GAS FILLED CAVES.
- SHRINES (REPRESENTED AS ▬) ALLOW YOU TO HEAL UP LOST STRENGTH.
- JUMPING OFF CLIFFS CAN BE BAD FOR YOUR HEALTH !

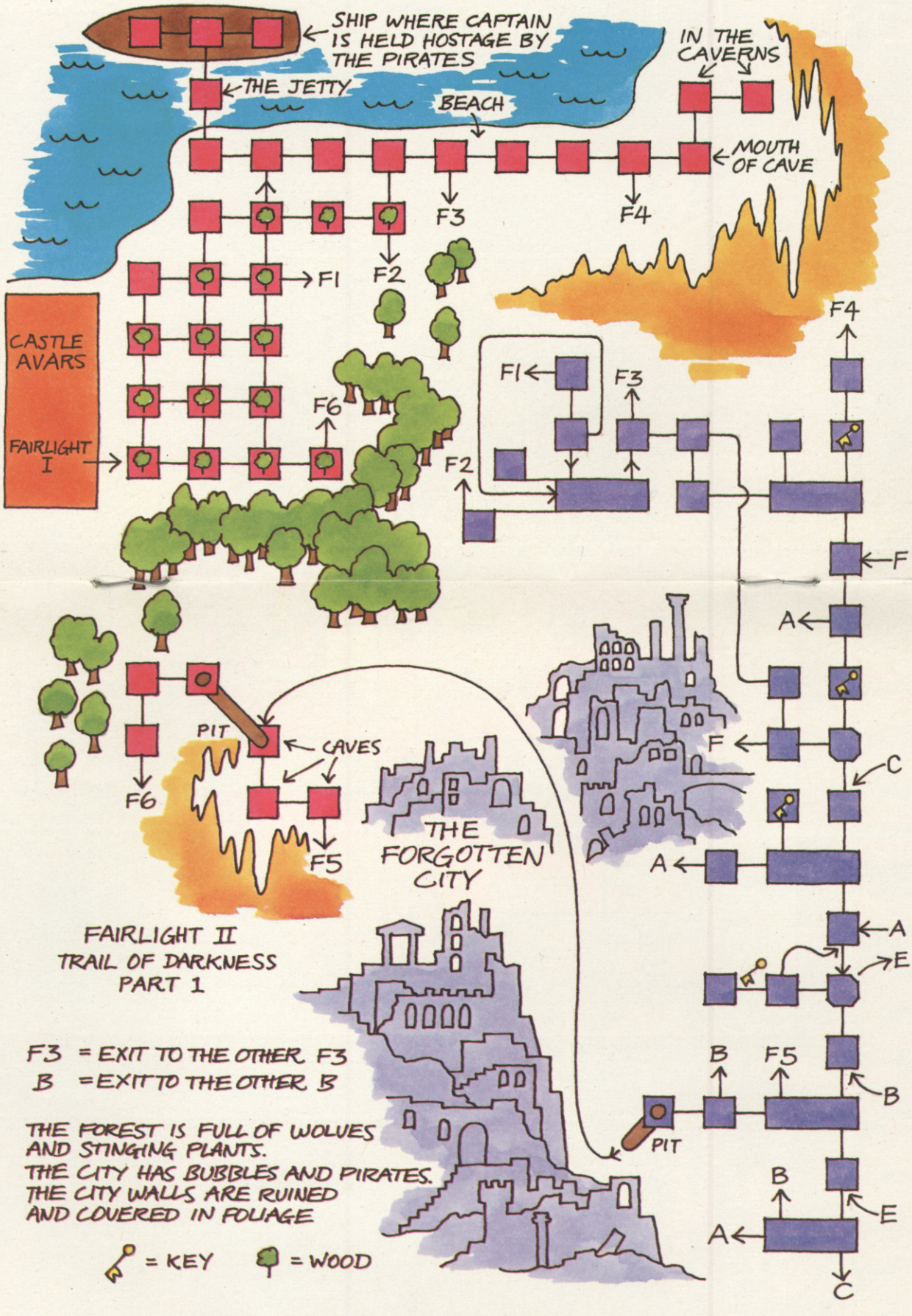
COBRA

Kill, Kill, Kill. Here's the way to get round and waste absolutely everybody. Well almost everybody. Go geddum...



FAIRLIGHT II

A lot of people are having a hard time with this one – we'd thought we'd make your life a little easier. Here is the first section.



FAIRLIGHT II
TRAIL OF DARKNESS
PART 1

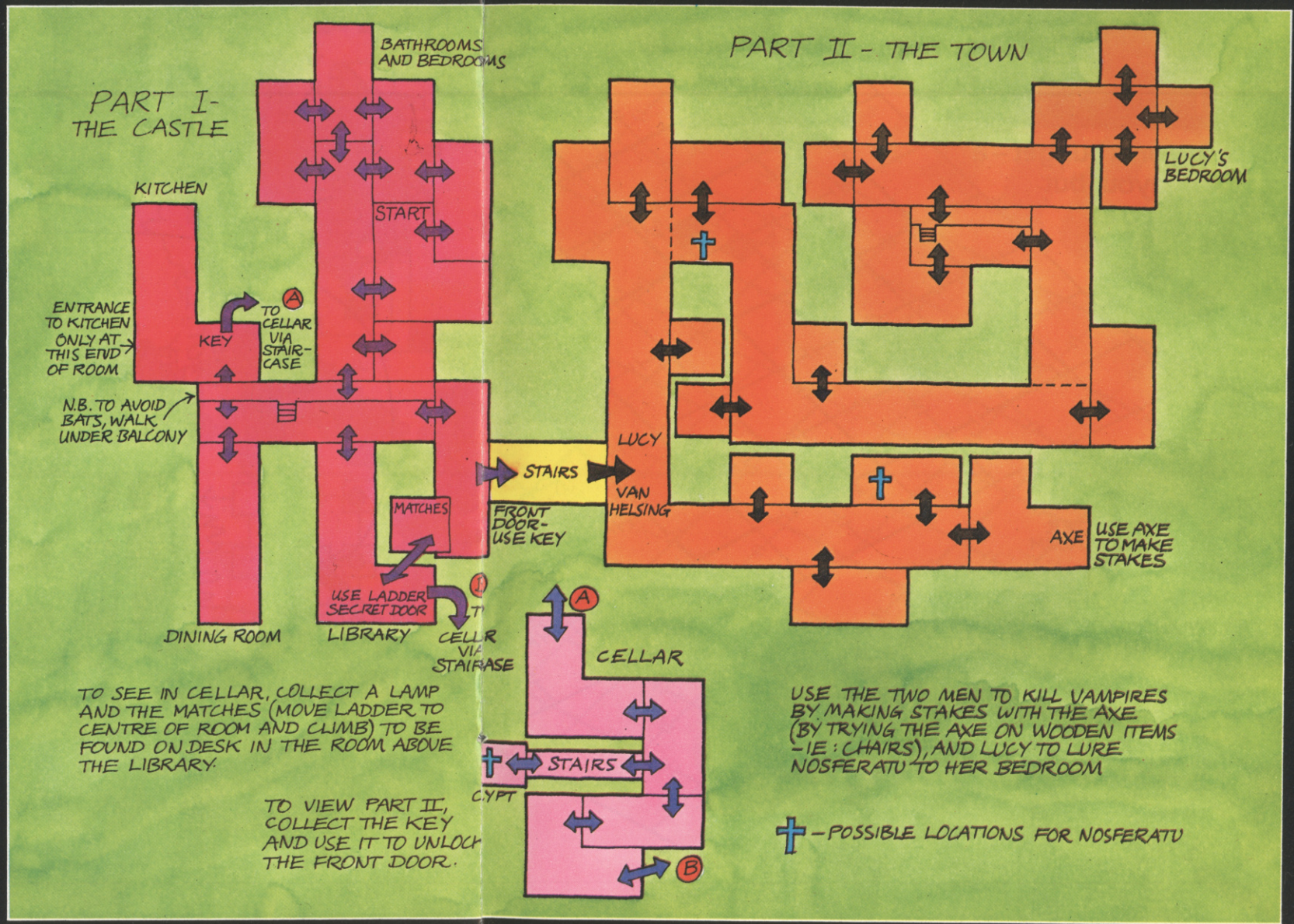
F3 = EXIT TO THE OTHER F3
B = EXIT TO THE OTHER B

THE FOREST IS FULL OF WOLVES AND STINGING PLANTS.
THE CITY HAS BUBBLES AND PIRATES.
THE CITY WALLS ARE RUINED AND COVERED IN FOLIAGE

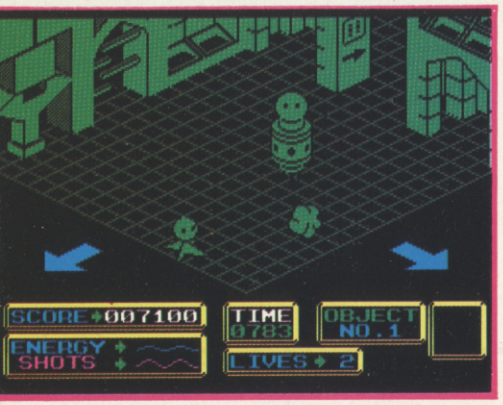
= KEY = WOOD

Nosferatu

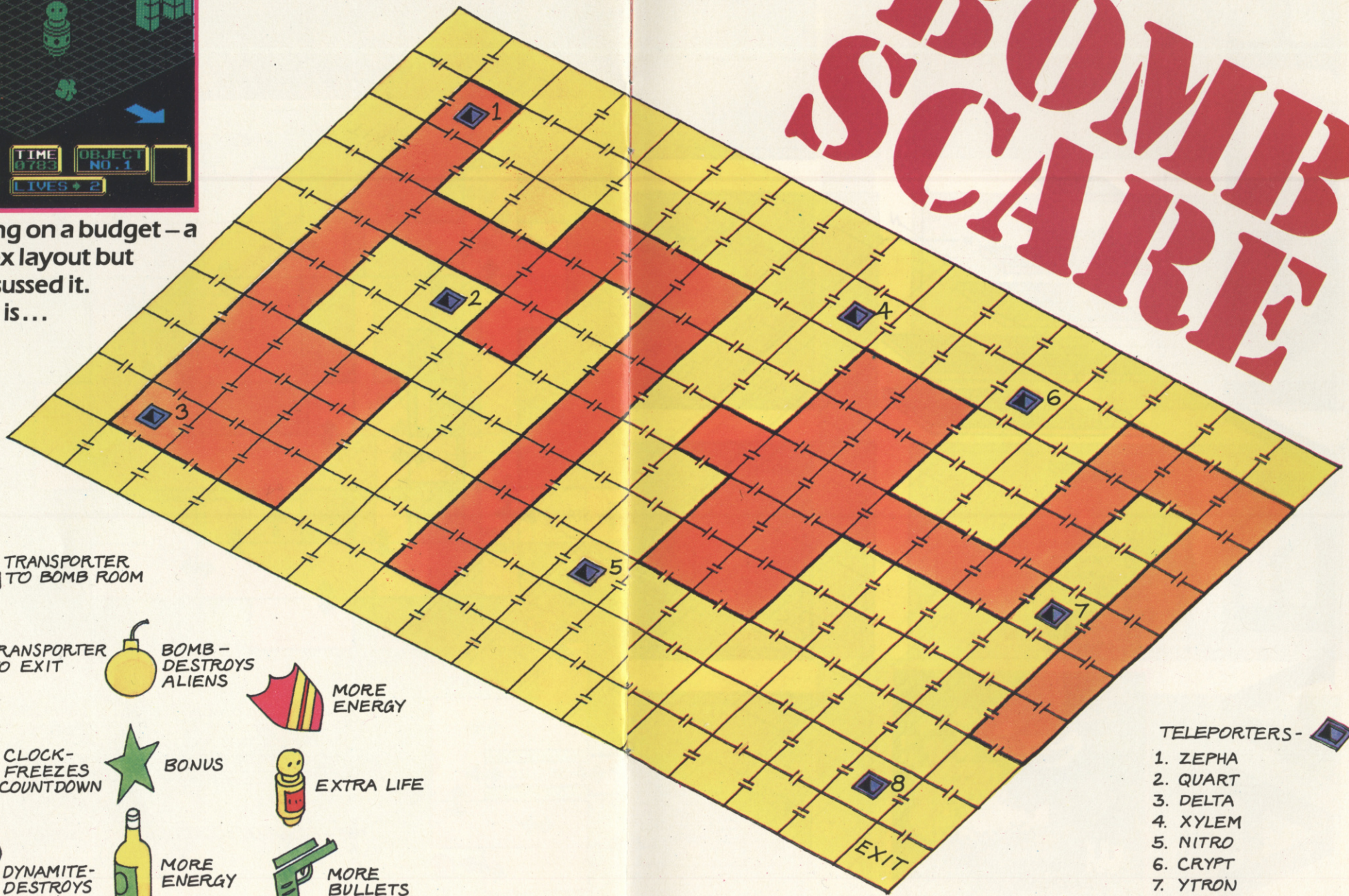
Piranha's ultra-complex gothic horror opus. Three levels in total. Dracula bites the victims, we bite the bullet and explain the lot.


PART I- THE CASTLE
BATHROOMS AND BEDROOMS
KITCHEN
START
ENTRANCE TO KITCHEN ONLY AT THIS END OF ROOM
KEY
A
TO CELLAR VIA STAIR-CASE
N.B. TO AVOID BATS, WALK UNDER BALCONY
STAIRS
MATCHES
FRONT DOOR- USE KEY
USE LADDER SECRET DOOR
DINING ROOM
LIBRARY
CELLAR VIA STAIRASE
PART II - THE TOWN
LUCY'S BEDROOM
LUCY
VAN HELSING
AXE
USE AXE TO MAKE STAKES
A
CELLAR
STAIRS
CRYPT
B
TO SEE IN CELLAR, COLLECT A LAMP AND THE MATCHES (MOVE LADDER TO CENTRE OF ROOM AND CLIMB) TO BE FOUND ON DESK IN THE ROOM ABOVE THE LIBRARY.
TO VIEW PART II, COLLECT THE KEY AND USE IT TO UNLOCK THE FRONT DOOR.
USE THE TWO MEN TO KILL VAMPIRES BY MAKING STAKES WITH THE AXE (BY TRYING THE AXE ON WOODEN ITEMS -IE: CHAIRS), AND LUCY TO LURE NOSFERATU TO HER BEDROOM
- POSSIBLE LOCATIONS FOR NOSFERATU

BOMB SCARE



Mapping on a budget – a complex layout but we've sussed it. Here it is...



TRANSPORTER TO BOMB ROOM

TRANSPORTER TO EXIT

BOMB – DESTROYS ALIENS

MORE ENERGY

CLOCK – FREEZES COUNTDOWN

BONUS

EXTRA LIFE

DYNAMITE – DESTROYS ALIENS

MORE ENERGY

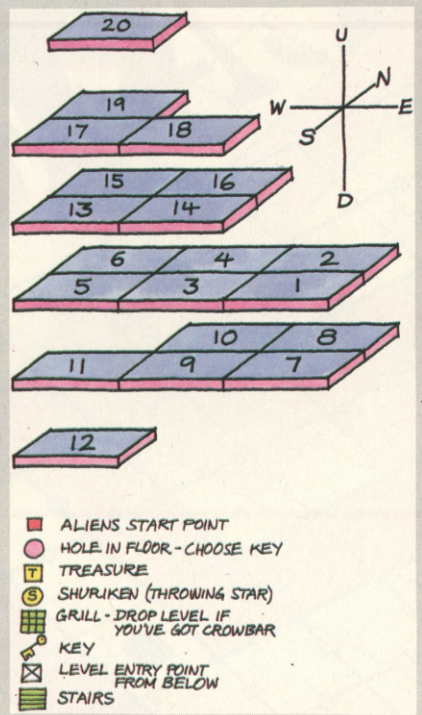
MORE BULLETS

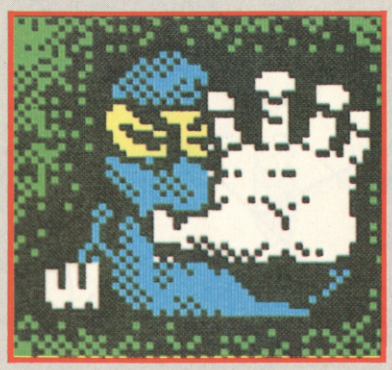
TELEPORTERS -

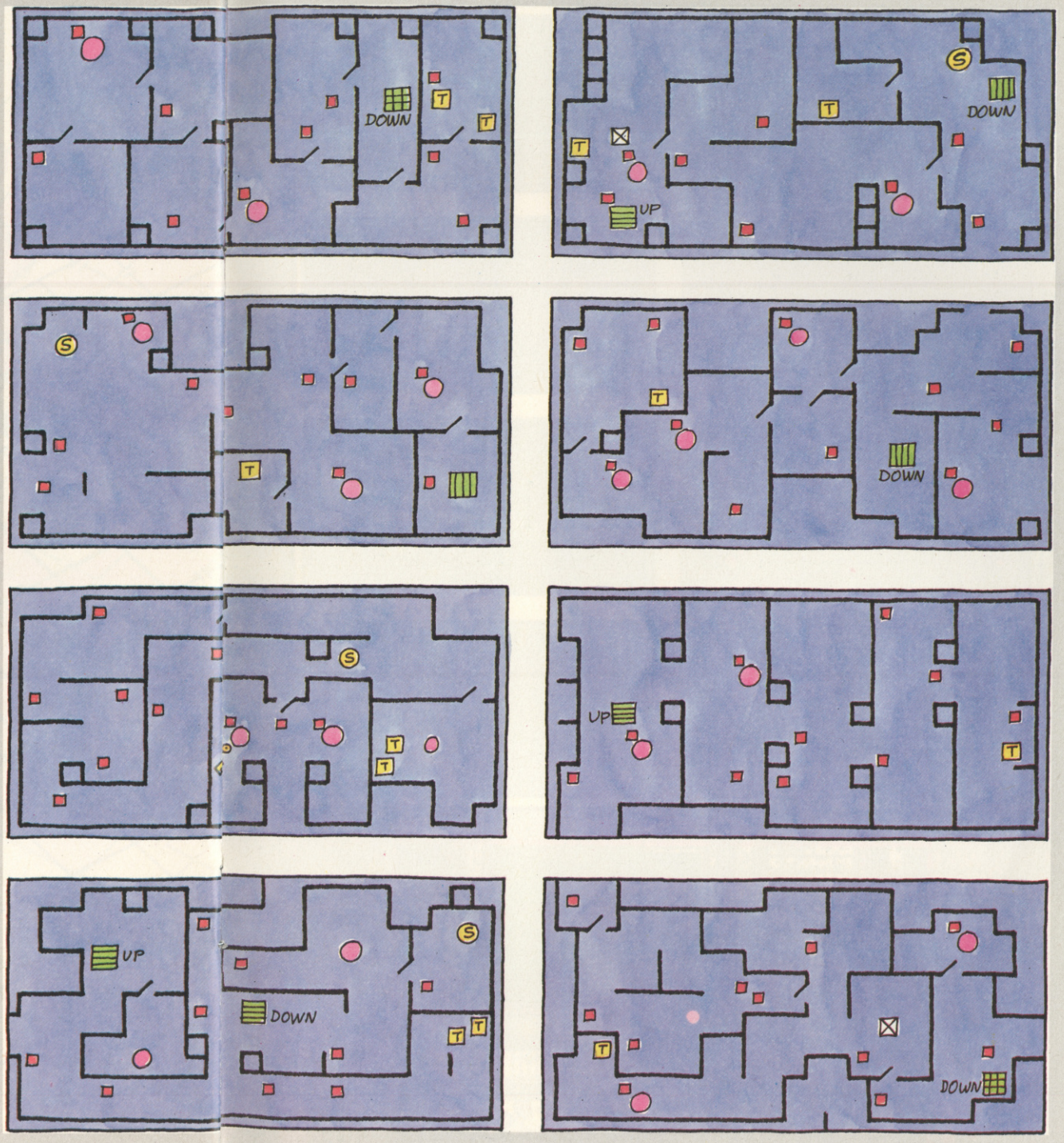
1. ZEPHA
2. QUART
3. DELTA
4. XYLEM
5. NITRO
6. CRYPT
7. YTRON
8. ASTRA

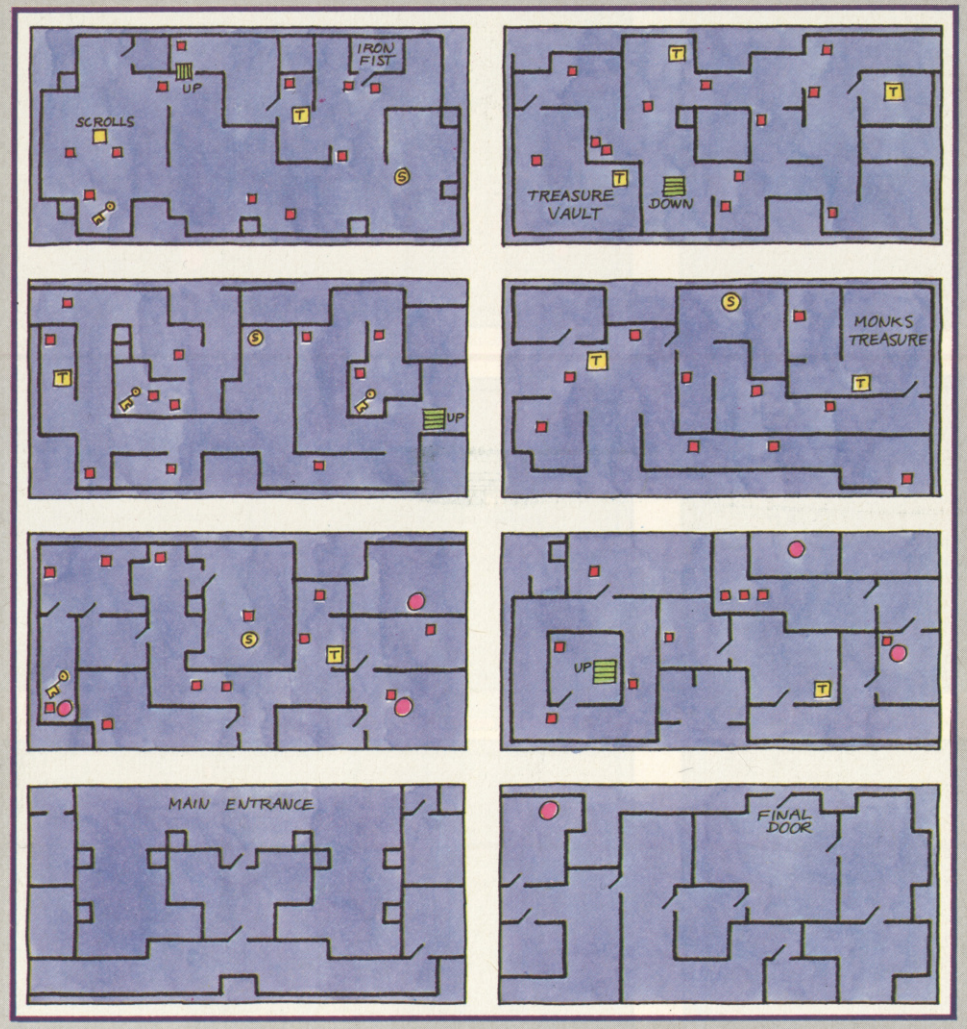
AVENGER

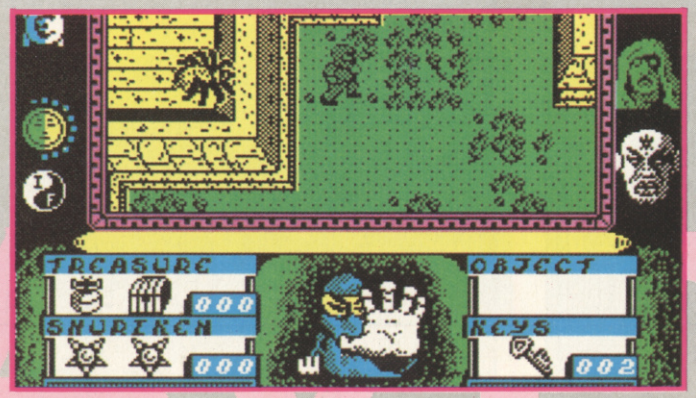
A brilliant varient on the Gauntlet theme. It's massive but not ones to baulk at bulk we've printed the lot. Now you have no excuse – get those Shirukens spinning. . .

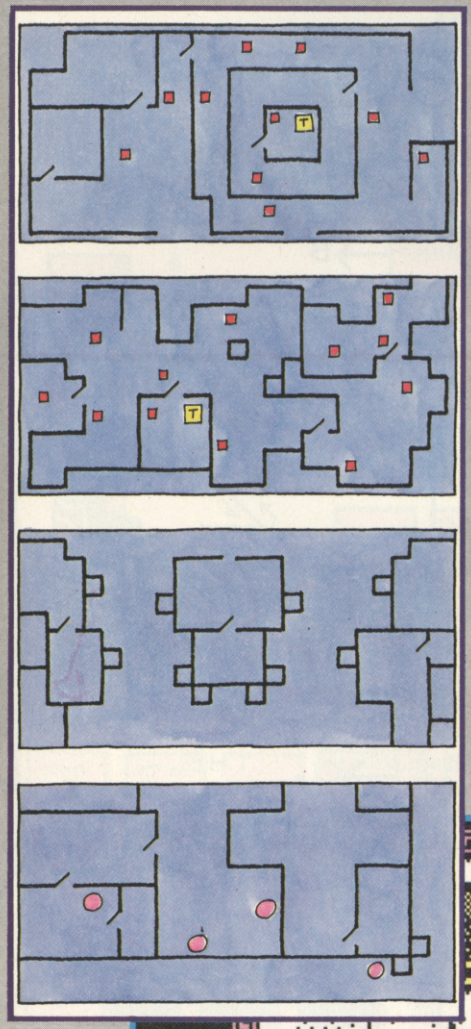


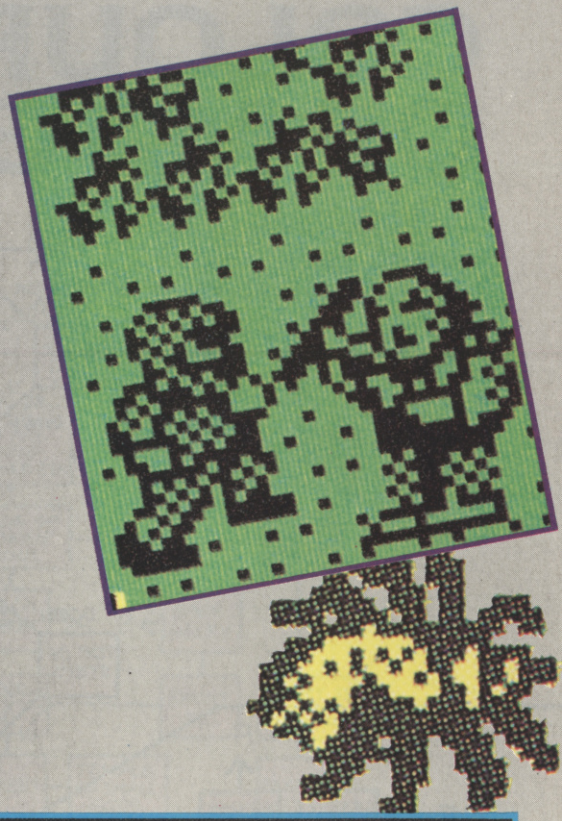


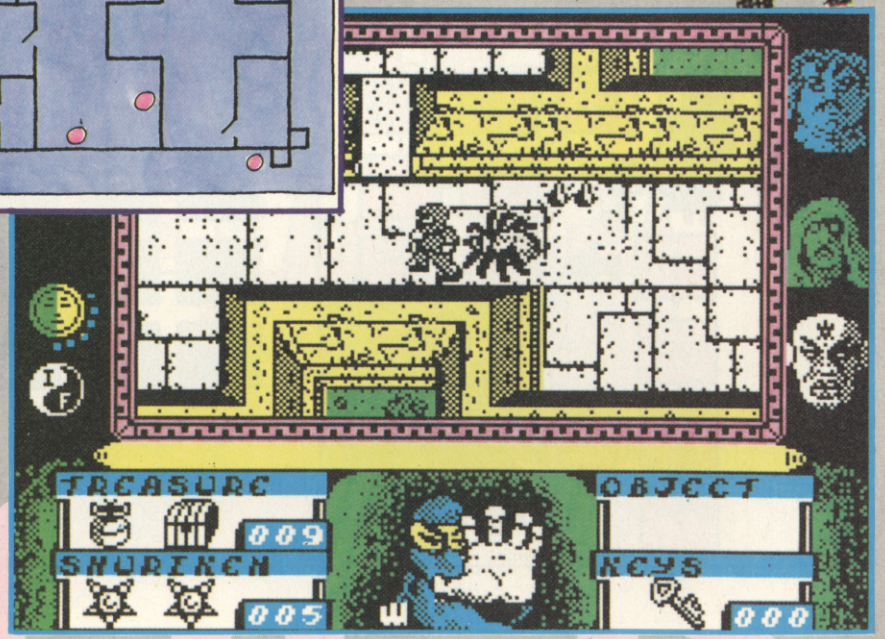


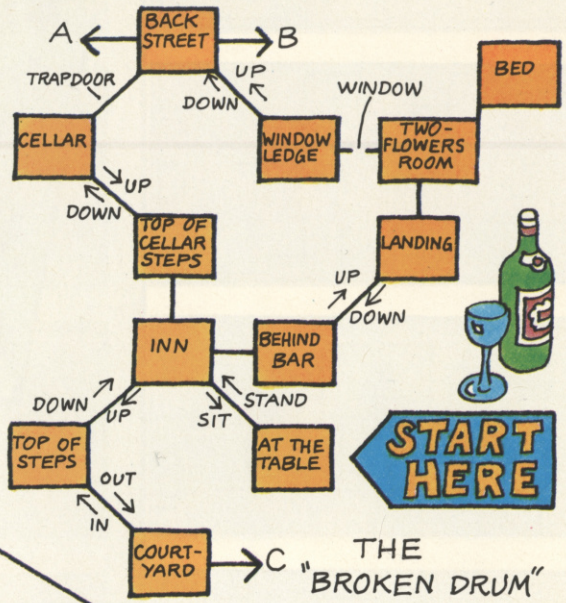
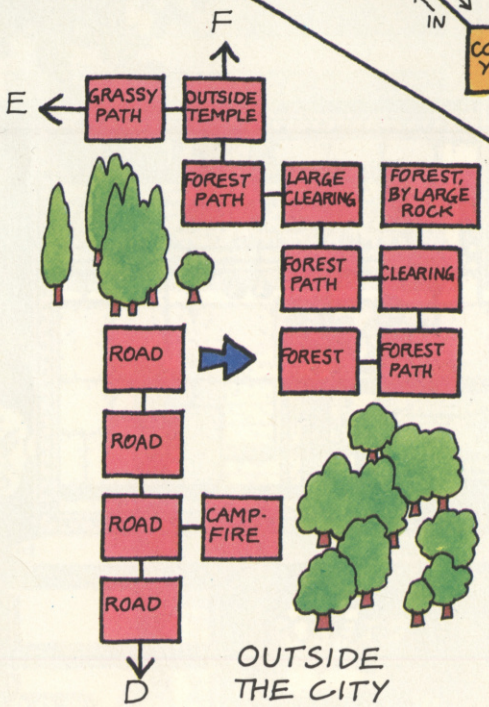
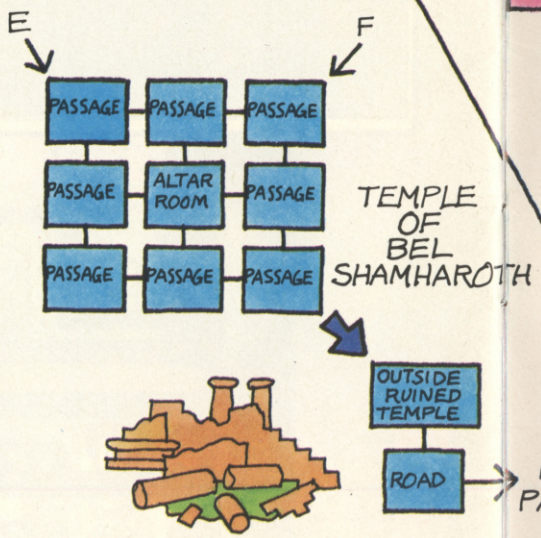
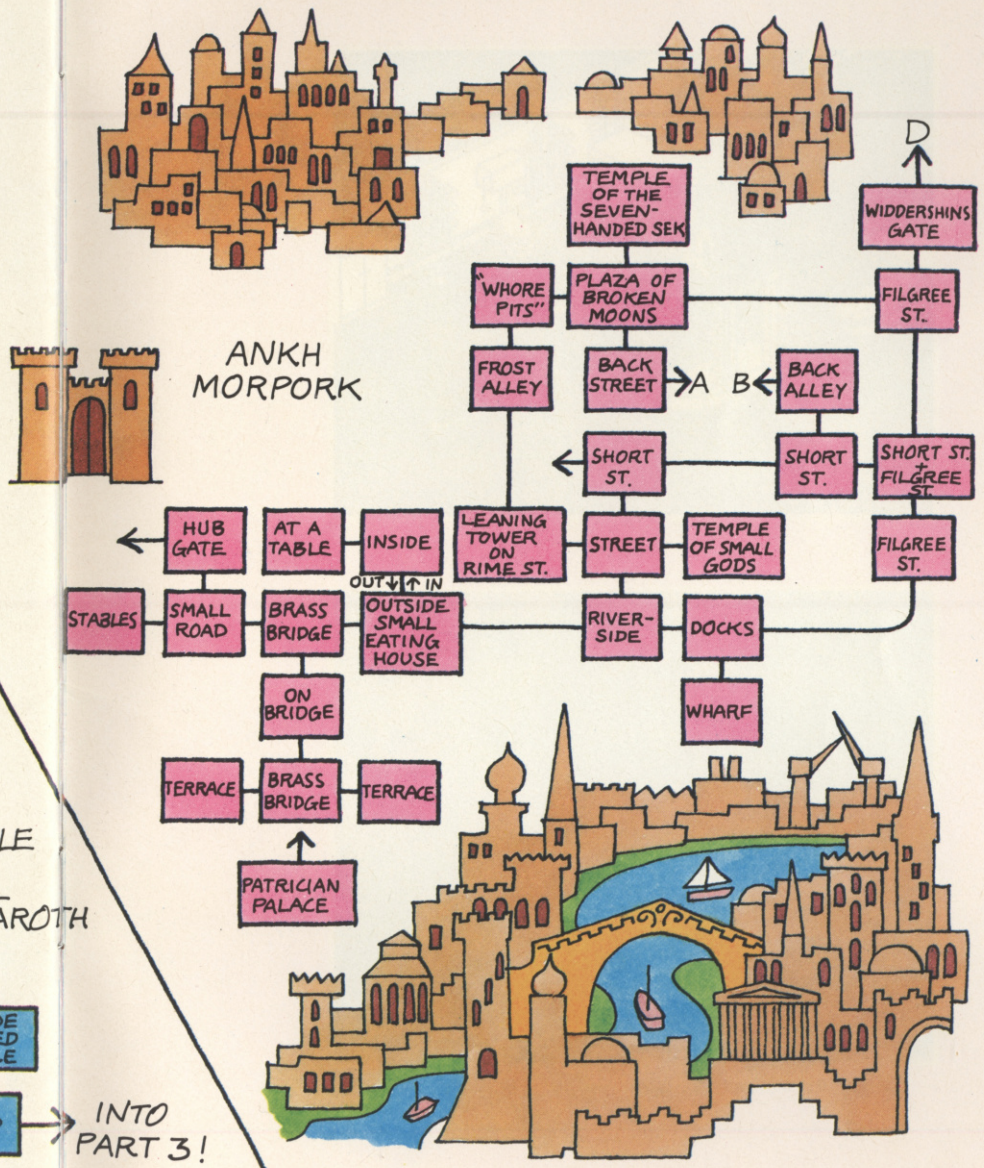

IRON FIST
UP
SCROLLS
TREASURE VAULT
DOWN
MONKS TREASURE
UP
UP
MAIN ENTRANCE
FINAL DOOR


TREASURE
OBJECT
000
SHURIKEN
KEYS
000
002






TREASURE
OBJECT
009
SHURIKEN
KEYS
005
000

COLOUR OF MAGIC

It may be funny, but getting lost isn't so amusing. We put the smile back on your face.